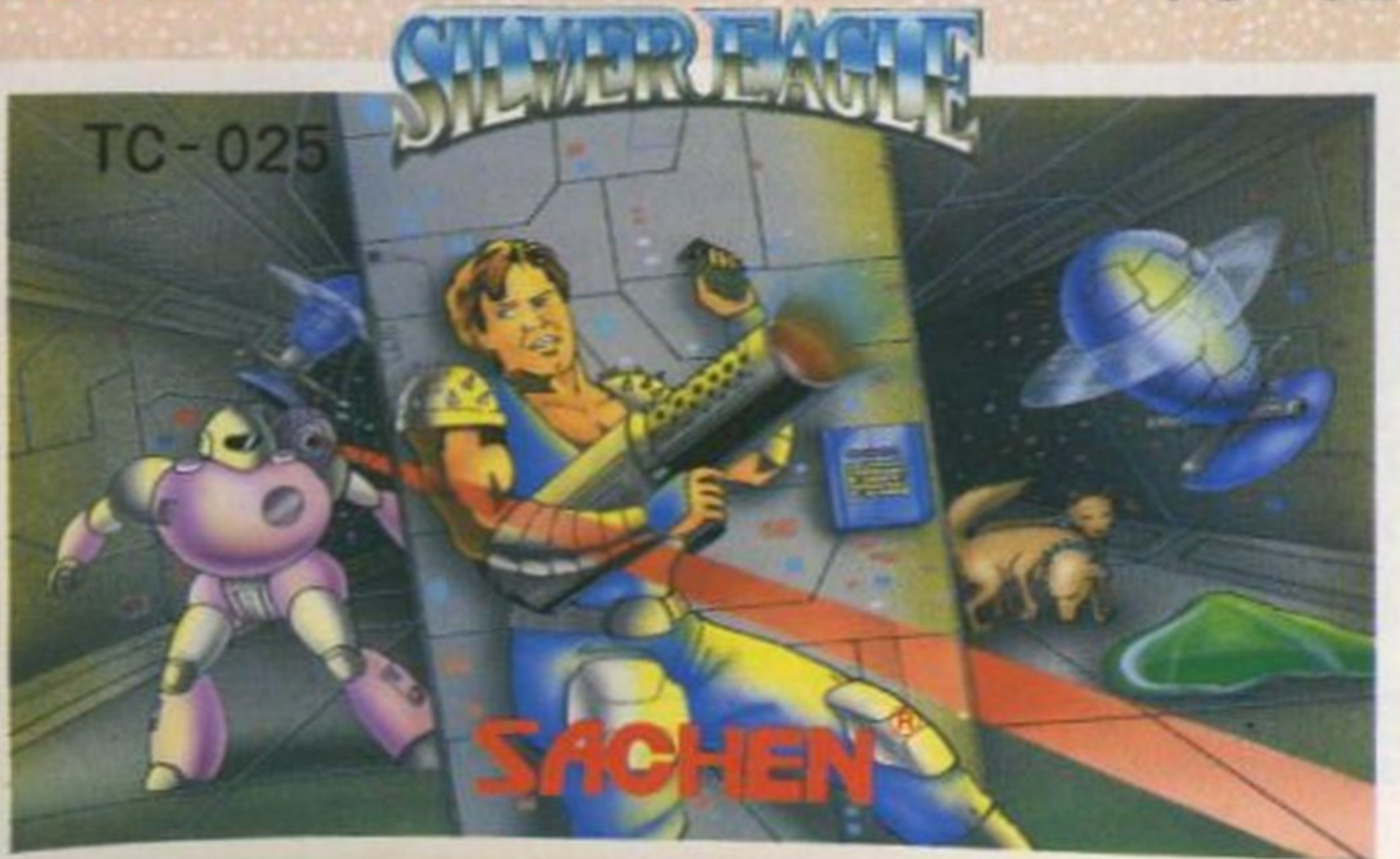
SACHEN®

TC-025



PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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I. INTRODUCTION

The year: 199x

The Dacok Bloc establishes a military post in the South Pacific Ocean and it is engaged in high-technological military weapons. They offer those weapons to the Third World and some political dissidents.

In July of the year, the Security Council decides to punish the bloc and send crack troops for this mission. However, the position of the base is very concealed and they also take strict precautions. That makes the mission become knotty. Fortunately, a new invisible fighter is produced in October. It will help the SC to execute the mission. Bill J. will be the pilot and he will take night attack to break through the radar network. Then Bill J. will slip into the bloc and destroy it.

We name this mission--SILVER EAGLE.

II. THE MISSIONS

There are a total of four missions in this game, and you can not advance to the next mission until you complete one.

MISSION 1 - SNAKE IN

First of all, you have to slip into the base carefully. And then destroy the defensive installations of enemy's base.

MISSION 2 - EXPLODE-AMMUNITION

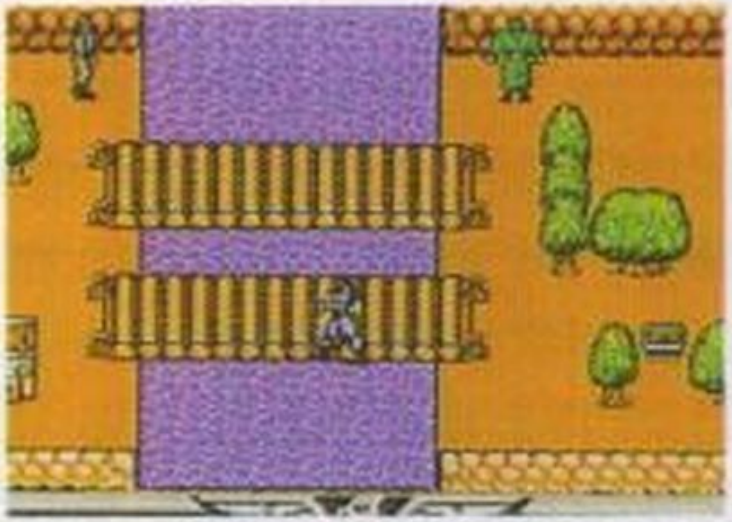
The object of this mission is to destroy enemy's arms dump to reduce its power.

MISSION 3 - CHEMISTRY FACTORY

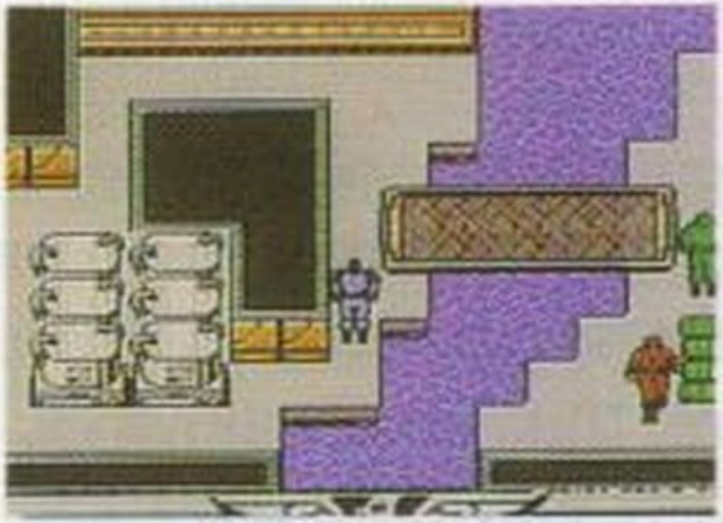
The object of this mission is to destroy enemy's arsenal.

MISSION 4 - DESTROY-COMMAND POST

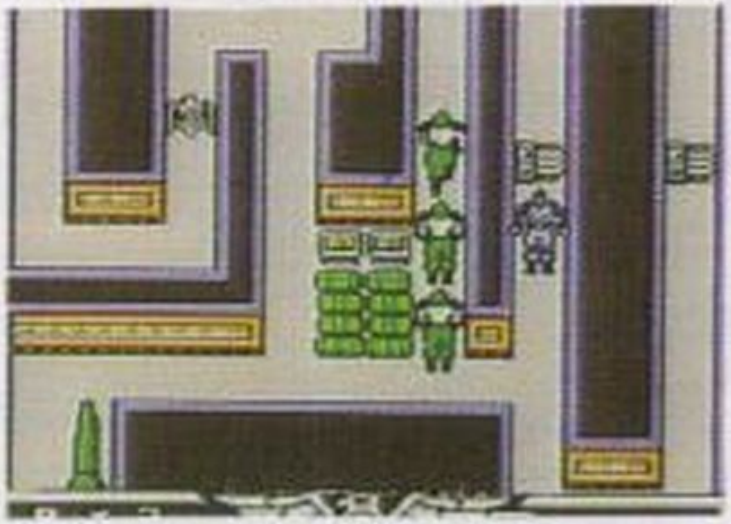
According to the secret intelligence of the enemy's plan, we know the Dacok is developing super weapons. So the last mission is to destroy it out and out.



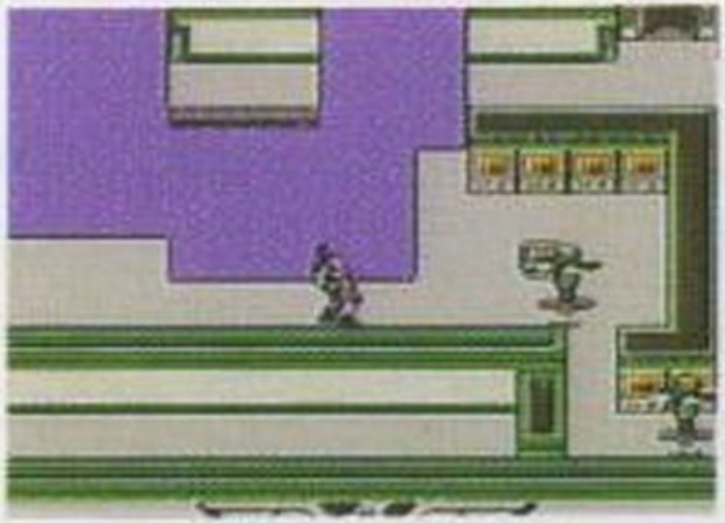
MISSION 1



MISSION 2



MISSION 3

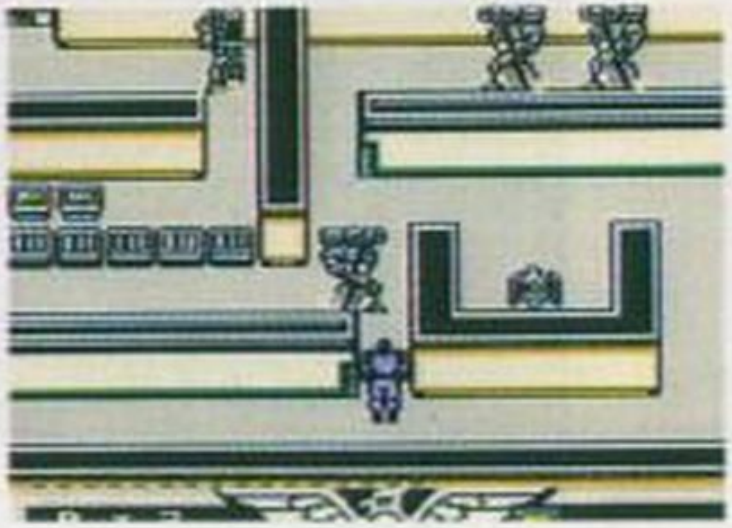


MISSION 4

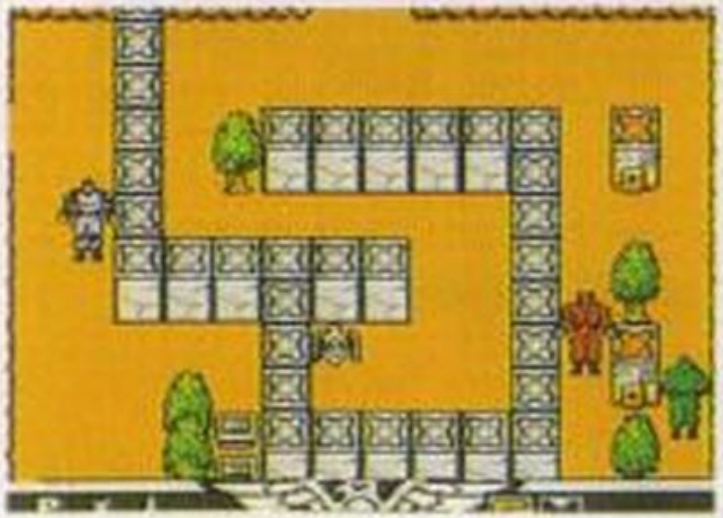
III. GAME MECHANICS

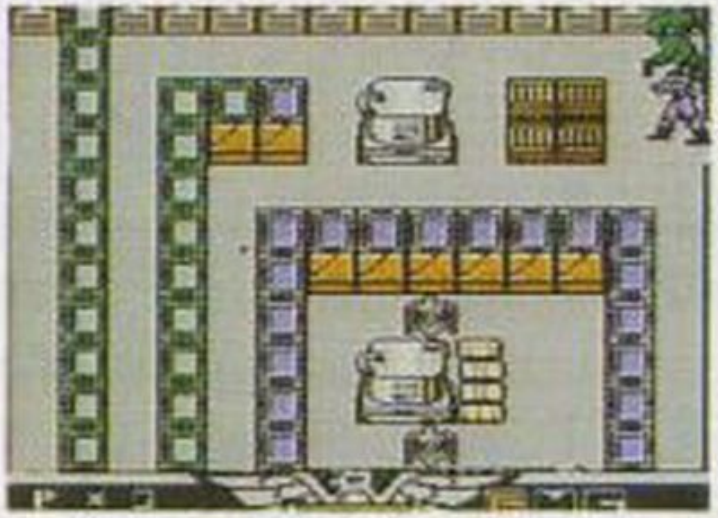
1. You have to complete four missions in this game, and each mission is composed of many areas. There will be doors for you to pass through those areas.
2. On the passageways, you will find some eagle-shape symbols, and they are the places that you must explode. You only have to walk through them, and you can lay timebombs on them.

   After you have completed that, you will know where the boss is.
3. There are treasure boxes in each area. You may shoot them to gain the treasure inside.



4. For the terrain of each mission is very complex, you had better try your best to get the Map-Indicator for helping you to complete those missions.
5. When you have lay bombs at all the indicated places, you will know the position of the boss.
6. You will pilot the fighter to fight against the boss.





IV. GAME CONTROL

This is a one - player game, please plug controllers in controller socket I.

CONTROL PAD - Move Bill J. and shoot in the desired direction.
SELECT BUTTON - Weapon select.
START BUTTON - Pause the game and take a look at the Map.
A BUTTON - Press to fire.
B BUTTON - Press to throw S. Weapon.

V. THE SCREEN

(1) TITLE SCREEN

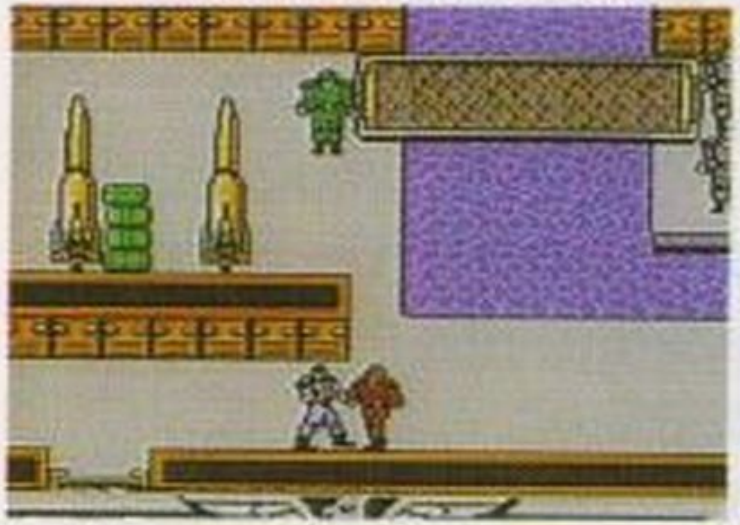
* START - Starts the game.
* OPTIONS -
  Level: Easy, Normal, Hard.
  Player: 3, 5, 7.
  S. Weapon: The number of your S. Weapon.
  Exit: Back to the Title Screen.

(2) IN-PLAY SCREEN - It divides into two parts - terrain, information.

* TERRAIN
  1. The range that you can move.
  2. Eagle-Shape Symbols: The designated places that you have to lay bombs.
  3. Treasure Boxes: Shoot to get the treasure inside.

4. Enemy
5. Door: For you to pass through those areas.
6. Harmful objects. Such as mine, laser... and so on.

* INFORMATION



1. Player.
2. Power.
3. The number of your powerful bombs.
4. The time limit.
5. The weapons.

G : Gun M : Machine-gun
F : Perforation bullet
B : Bazooka

At the beginning, you only have Gun.
And after you have gained the other weapons during play the game, you may select the weapon you want to use with Select Button.

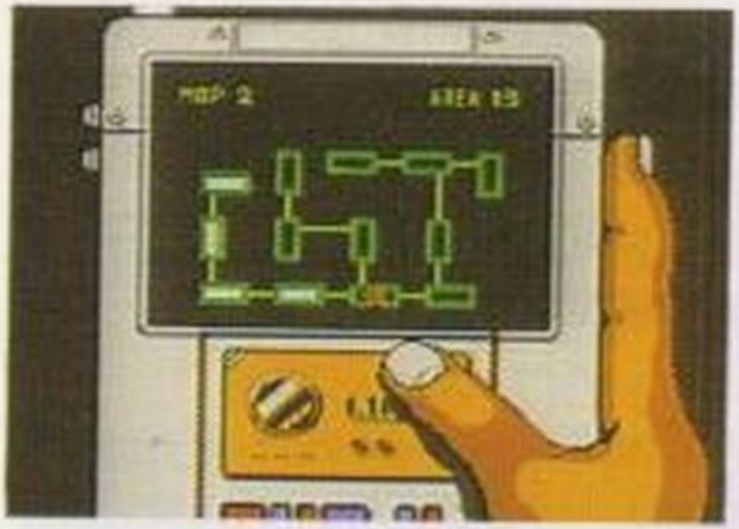
6. Ammunition: If you find weapon or ammunition, your ammunition can be replenished. On the other hand, you have to expend ammunition when you use special weapons. Using Bazooka will expend you larger amounts of ammunition than using Machine-gun or Perforation Bullet.

(3) CONTINUE INFORMATION -

When the game is over, you may select "Yes" at the Information Part to continue the game. You are able to continue the game for three times.

(4) MAP-INDICATOR -

When you get the indicator, you may press Start Button to take a look at the map. It will be quite helpful for you to complete your mission.
MAP: The map.
AREA: The total areas.



□ : The areas that you have not lay timebombs yet.

■ : The areas that you have lay bombs already.

★ : Your position.

○ : The Boss's position.

VI. SPECIAL OBJECTS

During playing the game, you may shoot treasure boxes to get the treasure inside.

1. MEDICINE BOTTLE: Replenish your power.
2. BULLETPROOF VEST.
3. BOOTS: Speed up.
4. BULLET: Replenish your ammunition.
5. M Power: Machine-gun.
6. F Power: Perforation Bullet.
7. B Power: Bazooka.
8. CLOCK: Get you three more minutes.

STREET HEROES EVALUATION SHEET

NAME:_____ AGE:_____ SEX:_____

ADDRESS:_____

DATE:_____/_____/_____ PHONE # (Optional): ( ) ____-____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE	1 2 3 4 5
2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1 2 3 4 5
3). COMPARED WITH ALL EXISTING GAMES	1 2 3 4 5
4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1 2 3 4 5
5). GRAPHICS (COLOR, DESIGN, ANIMATION)	1 2 3 4 5
6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1 2 3 4 5
7). DIFFICULTY LEVEL (1:TOO EASY... 5:TOO DIFFICULT)	1 2 3 4 5
8). FLAWS OR PROBLEMS (1:NONE... 5:TOO MANY)	1 2 3 4 5

PLACE
STAMP
HERE

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the federal Communication Commission helpful : HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C.20402, Stock N. 004-000-00345-4

Note:NES® is the abbreviation for Nintendo Entertainment System.

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